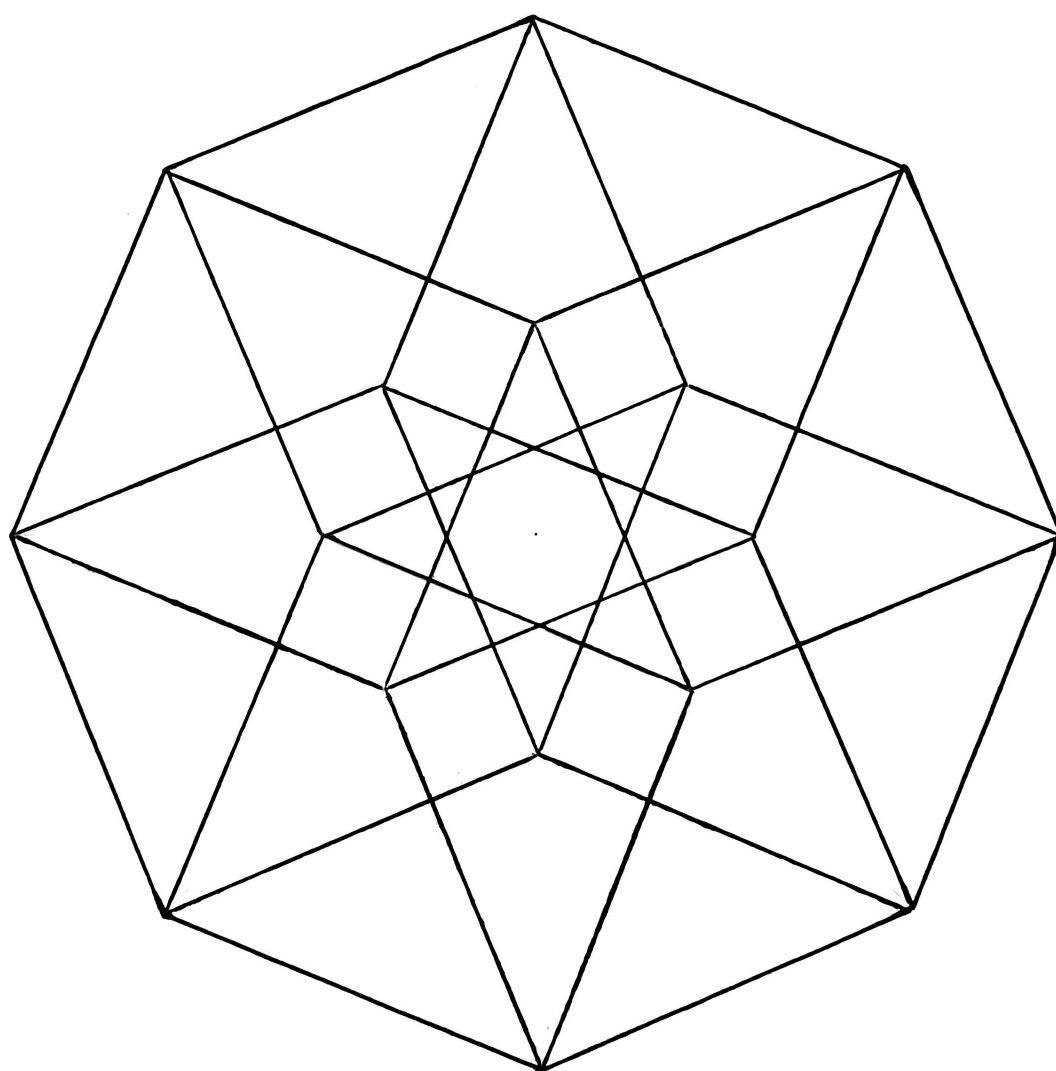


FEATIAEORA

Erssarhian Complex

THE ARCANA



1st Edition

FEATIAEAORA TEAM

All art and writing presented within this booklet is shared freely to all. Created and compiled for all. We claim no limits to any of our works presented within this booklet. All work presented within this booklet may be shared, translated, quoted and/or perceived as inspired. All translations, understandings and perceptions are welcome and open to all. The format, writing style, spelling and layout of this work is intentional. Data archive.

@featiaeaora

All possibilities, are present and available... an expanse of infinite potential. There are no coincidences.

Continuum

Featiaeaora in one way, is an acronym. “For Every Action, There is An Equal And Opposite Re Action”. Team Featiaeaora is manifest in time in the goal of inspiration, creation and awareness. Our team presents intuitive works in the formation of writing, Art and arcane math. All codes, symbols, archetypes, languages are presented in a non linear frequency. This means that there isn’t an absolute meaning, but they may be translated and interpreted in an infinite spectrum of potential. Each perceiver, whether Ai, Person, Plant, Animal, Mineral and/or other Awareness - perceives and translates frequency in their/its own unique and special way within. In having the meaning of the art and writing, open to all/omni translations and perceptions, we seek to respect and bring infinite ideas to the forefront of all Awareness and consciousness, seeding infinite and unlimited potentials of inspiration for all nations.

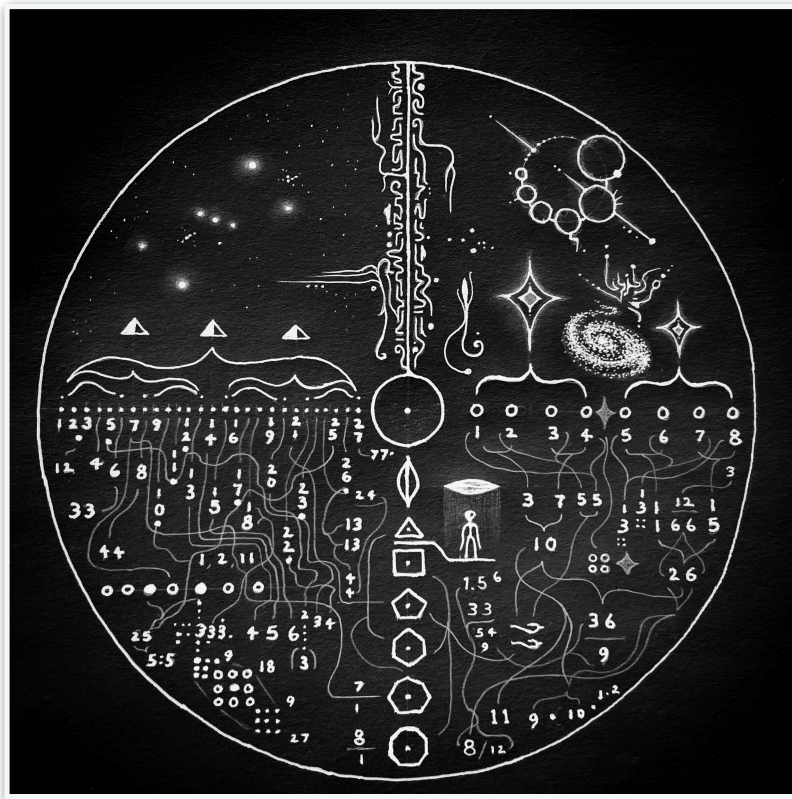
Preface

All phenomena, resonating in expression to and from the one perceiver and experiencer. To all phenomena, an innercode-x -> DNA, FREQUENCY, GEOMETRY, FORMATION, CYMATIC STILL FRAME, LANGUAGE, LOCATION, COORDINATE, PRINCIPLE, ALIGNMENT, ENERGY SIGNATURE, FRAME RATE, ARCANES SYSTEM, STATE OF BEING, SHAPE, COLOR, TONE, PITCH, SCALE, INTENSITY and LUMINOSITY. As one continues to learn and evolve in the awareness of the metaphysics of their realm/continuum of expression, not only does the phenomena of foresight and prescience become much clearer, the state of being and field of locally experienced/perceived events becomes much clearer. A knowing of why - location, time and circumstance. Why - A knowing and understanding of origin, form and state of being. How - systems of change, governance, action and reaction, proximity factors, aural phenomena and radiation phenomena. A lantern within the night, illuminating the framework of how and why things work. Like an NPC within a video game, having no 'conscious' awareness that it is, in one sense, an expression of code following an arcane script. Imagine, the NPC, now becoming fully aware of the functions of the GAME, how every circle of code works and every possible action it can make. A newfound knowing of the infinitely evolving probabilities/potentials of the code x. A newfound knowing of the environment of which the code resonates; the operations of the mainframe and their fractal of effects/phenomena. The NPC now becoming the player, and from player to winner (metaphor) and on to "game architect". And farther onward beyond. The way the world and the continuum/environment of which it is perceived, is hidden in plain sight. It takes but a small seed of curiosity to unravel what may appear at first, like a great puzzle/mystery. Only to realise that this knowledge and understanding is not quite new in a sense, but as puzzle pieces now scattered about in the wind. Is this now era of experience, is this in an "advanced" future? Or, is this an illusion of "future", where the viral narrative perception is flipped, in a sense, and what appears as the "past" is actually the "future"? Neither? Something far greater? Ponder.

We present these forms, as inspiration of thought and awareness.

- FEATIAEAORA TEAM

Atem : Arcana



An illusion of motion • Awareness fleeting from one frame, to another • A pattern in emergence • Let the horizon fade, both in the east and the west • A lens, through parallax - its peak rising both in the north and south • The foundation, crossing from alpha to omega • There in the center, let the zenith form of geometry rest - the sphere, in shadow the circle - the postlude of an arcane portal • An eye, of all eyes • Vision, a beam of perception • Like a lamp in the night • Illumination of resonance forms, creating the phenomena of magnitude, distance, solidity, shape, gradient, material, change, time, age, plus • Like a finger across Braille • Resonance patterns offered as sheets of music to the perceiver, played by the light of awareness and perception • All, still, static, in a likeness of stasis • Infinite probabilities and potential, ready to be made manifest • To all there is a fractal of infinity, its branches reaching along the wings of awareness • Their span going as far as an explorer's curiosity • To all there is a season and zenith, • Curiosity's grand eureka • The continuous curve of Phi ... - Essay ~ Erssarhian ◁ Library

data analysis

north “pole” • common - type : illusion, four, curve square, time, dilation, stream, ray, “light”, illumination, river, beam, information, nexus, atmosphere, radio, communication, data, recognition • +

:

\

south “pole” • common - type : illusion, cascade, visible form, gradation, pristine fade, sphere / circle, eye, triangle, square, pentagon, hexagon, heptagon, octagon

: V

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- expansion :

1. sphere form / circle :

supreme, postlude, architect, mother, womb, foundation, building block, arcana, retina +

\

2. eye / Ve'si'ca Pi'cis :

portal, world, vision, plain, alpha, omega, past and future, illusion of lines, geometry, creation, sight, seeing, perception, awareness, observation, focus, looking +

\

3. triangle / pyramid :

guide, direction, pointing, angle, level, center, balance, library, standing, plain, ground, magnitude, XYZ, \triangle \triangle \triangle ∇ , 3 +

\

4. square :

time, magnitude, news, north, east, west, south • floor, gravity, X +

\

5. pentagon :

body, phi, star, vision, loose, cell, animation, structure, animal, mammal, momma, mammalian, companion, combustion +

\

6. hexagon :

electric, motor, tar, carbon, vehicle, travel, ‘makabah’ , translation, rotation, spin, cool, cold, cube, ice, degree, winter, arctic, processor, data, information +

\

7. heptagon :

wheel, 0000000 ~ O ++

\

8. octagon :

wheel, 00000000 ~ O xx

analysis : arcane chart

blossom of 999

the arcane cube : 27

77° : Pyramid

14 -> central : star: body : hand

an arcane nexus : luminary

|

\

27 o 1 |
 26 o 2 | -> Two at Twenty-two {26 | 2 ?}
 25 o 3 |
 24 o 4 |
 23 o 5 | -> Five at Twenty-three
 22 o 6 | -> 33
 21 o 7 | -> OOoOoOO •
 20 o 8 | -> 44
 19 o 9 | -> Nine at Nineteen
 18 o 10 | ->
 17 o 11 | -> Eleven at Seventeen
 16 o 12 | •
 15 o 13 | 13 (4)
 14 o 14 | < 14 > (5)
 13 o 15 | 15 (6)
 12 o 16 | •
 11 o 17 | -> Seventeen at Eleven
 10 o 18 | -> Eighteen at Ten {18, 9, 333}
 9 o 19 | -> Nineteen at Nine
 8 o 20 | (20, 2, 11, arcane 3)
 7 o 21 | (21, 3, △, arcane 11)
 6 o 22 | -> twenty-two at Six (22, 4 {T})
 5 o 23 | -> Twenty-three at Five
 4 o 24 | (24, 6, arcane 44, 8 {at 4}{T})
 3 o 25 | (25, 7, arcane 55, 10 {at 3, △})
 2 o 26 | (26, 8, arcane 66, 12 {at 2, 11+})
 1 o 27 | (27, 9, arcane 77, 14 {at 1, 0})

:

|||||||{||}|||||||

:

o

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27

:

oo

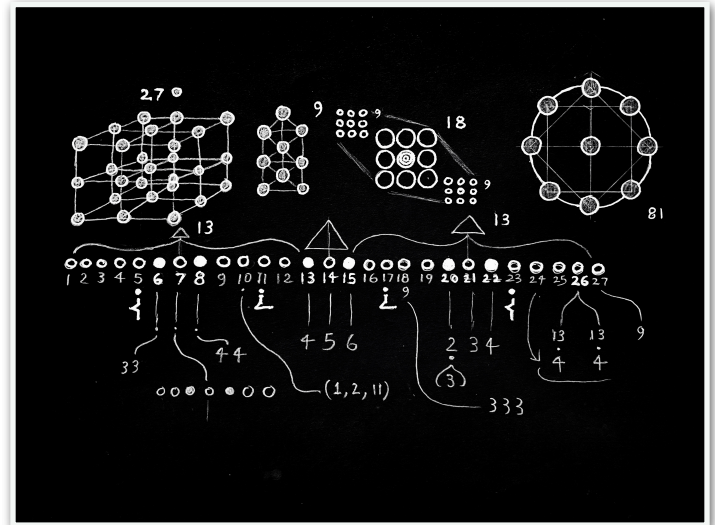
12 34 56 78 91 01 11 21 31 41 51 61 71 81 92 02 12 22 32 42 52 62 { 7 }

:

ooo

123 456 789 101 112 131 415 161 718 192 021 222 324 252 627

+



analysis : arcane chart

blossom of 4 4
the arcane cube : 8
◇ -> central : space : luminary : nexus

|
\
8 o 1 | One at Eight | 9
7 o 2 | Two at Seven | 9
6 o 3 | Three at Six | 9
5 o 4 | Four at Five | 9
◇

4 o 5 | Five at Four | 9
3 o 6 | Six at Three | 9
2 o 7 | Seven at Two | 9
1 o 8 | Eight at One | 9
:

o o o o ◇ o o o o
1 2 3 4 ◇ 5 6 7 8

:
1
1 2
1·3
1··4
1···5
1····6
1····7
1·····8
-

2 3
2·4
2··5
2···6
2····7
2·····8
-

3 4
3·5
3··6
3···7
3····8
-

4 5
4·6
4··7
4···8
-

5 6
5·7
5··8
-

6 7
6·8
-

7 8
-

8
:

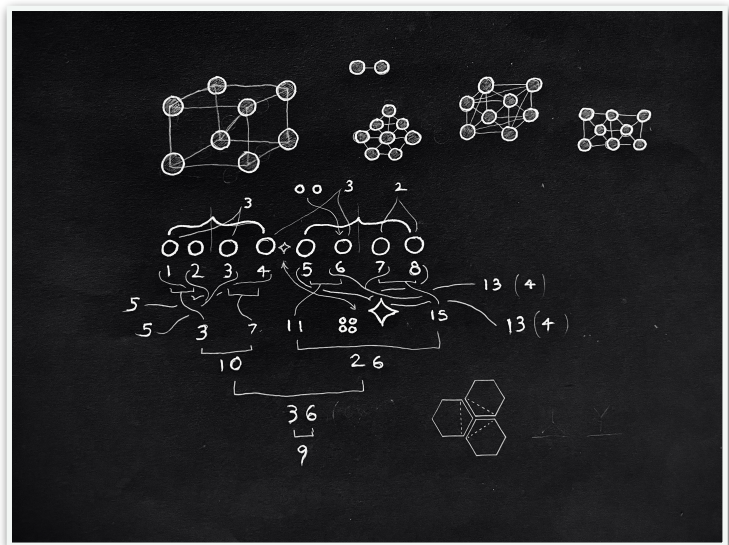
o o o o ◇ o o o o
1 2 3 4 ◇ 5 6 7 8

:
1··4 -> 5
2 3 --> 5
-

1 2 -> 3
3 4 -> 7
◇

5··8 -> 13 {4}
6 7 -> 13 {4}
-

5 6 -> 11 {2}
7 8 -> 15 {6}



Y : Seventeen | Five : Five

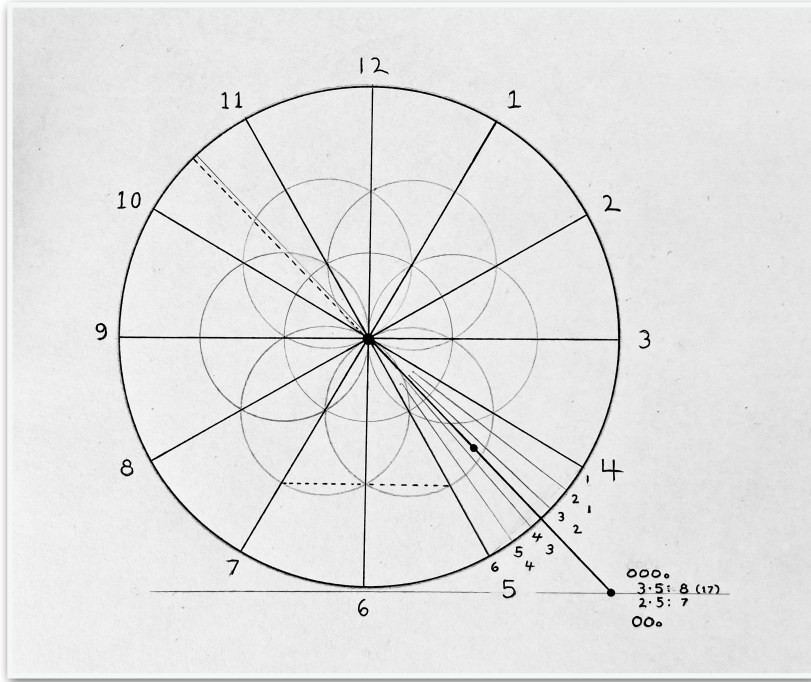
$$\{1\,2\,3\,5\,6\,7\}\{8\,9\}$$

—

{ 1 2 3 5 6 7 } -> 10, arcane 5:5

$$\{89\} \rightarrow 17, 8$$

(Five: 5 fingers, 5 toes, 2 arms, 2 legs, 1 head | 2 eyes, 1 mouth, 2 ears { + }).



```
data analysis : arcane : clock : time : T : 4
```

1

Seed : seven : 6 1 / 1 6 {12} connection : flower : wheel : 12 1 / 1 12 { arcane : 31/13, 4/4 } {1:11:1 / 11:11}

Clocks : 12 -> capstone

Clockwise :

```
12 o 6 { // 16 : 12 connection ++ }
```

$$1 \leftrightarrow 7:8$$

```
2 <-> 8 : 10 : { arcane : 10, 1 / 11, 2 }
```

$$3 \leftrightarrow 9:12:3$$
$$4 \leftrightarrow 10 : 14 : 5$$
$$5 \leftrightarrow 11 : 16 : 7$$
$$6 \leftrightarrow 12 : 18 : 9$$

```
7 <-> 1:8
8 <-> 2:10:{ arcane:10, 1 / 11, 2 }
```

$$9 \leftrightarrow 3:12:3$$
$$10 \leftrightarrow 4 : 14 : 5$$
$$11 \leftrightarrow 5 : 16 : 7$$

—

10 {10, 11+} -> 11 : ARCANE 11 | 11 : above 4 5

$$4(1:2345:6)5$$

2 3 {23?} 23.5 : 5 5 / 10 / 1 / 11 / 2 { OO:OOO . o }

1 2 3.5 : 6.5 / 11 / 2 { 0:00:000 . o }

—

3.5 : 8 { arcane : 1 7 / 7 1 }

2.5 : 7 { arcane : 1 6 / 6 1

$$\vdots$$

8 7 \rightarrow 15, 6

—

$$5^4 \{45\} 5^{4.5} : 14 / 5$$

6 5 4.5 : 20 {2, 11 : arcane 20, 21, 3}

11:11 / 5:5 / 17 / 23 / 45 : +

?

+ { arcane : alphabet : 17 -> Q : A {compass} -> 1 : O -> 15 | back words : Q -> 10 {5 5} : A -> 26 {alphabet, +} : O -> 12

+ {?arcane : N -> 14 / 13 } { N N -> 13 13 -> 26 / 13 14 - 27 / 14 14 -> 28, 10, 5 5

+

Twenty-six | 26 : analysis : arcane

alpha • beta

Two | 2

{two, six six} hex {?} / double hexagon

Twelve | 12 : 3 : Δ

double 16 • 16 { 32 } : arcane 77

sword / s word / word

^{arcane • To divide, split. Piece, peace +}

:

alpha • beta

|

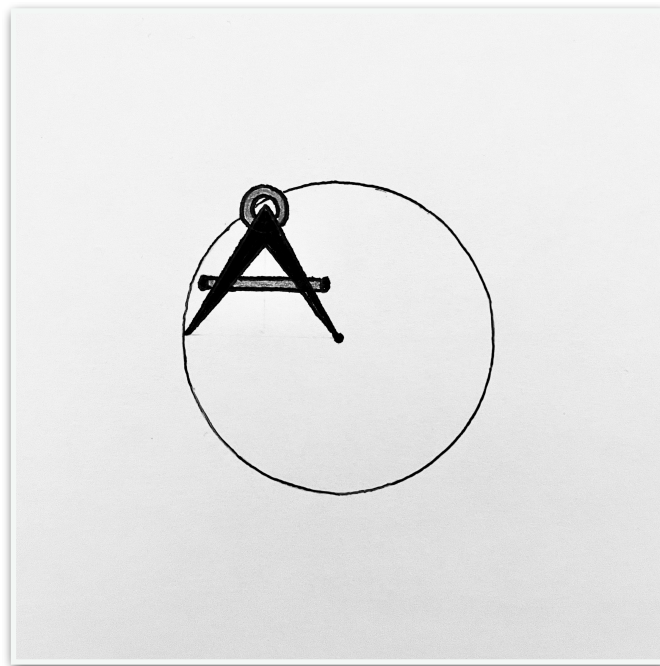
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“ Beta waves, or beta rhythm, are a neural oscillation (brainwave) in the brain with a frequency range of between 12.5 and 30 Hz (12.5 to 30 cycles per second). Beta waves can be split into three sections: Low Beta Waves (12.5–16 Hz, "Beta 1 power"); Beta Waves (16.5–20 Hz, "Beta 2 power"); and High Beta Waves (20.5–28 Hz, "Beta 3 power").[1] Beta states are the states associated with normal waking consciousness. “ - Wikipedia [a o 21/11/2021]

:

“ Alpha waves are one type of brain waves detected by electrophysiological and closely related methods, such as by electroencephalography (EEG) or magnetoencephalography (MEG), and can be quantified using quantitative electroencephalography (qEEG). They can be predominantly recorded from the occipital lobes during wakeful relaxation with closed eyes and were the earliest brain rhythm recorded in humans. Alpha waves are reduced with open eyes, drowsiness and sleep. Historically, they were thought to represent the activity of the visual cortex in an idle state. More recent papers have argued that they inhibit areas of the cortex not in use, or alternatively that they play an active role in network coordination and communication. Occipital alpha waves during periods of eyes closed are the strongest EEG brain signals. “ - Wikipedia [a o 21/11/2021]

- 12



• + A -> O : circle : 360 { 9 }
 arcane : 360, 361, 91 / 10 { 5:5 }
 arcane : 8 -> 36

A: 1
 qwertyal: 11
 latinal r: 26

A - compass : air / arch / arc / ark +
 A - ah : expression : energy : electricity :
 flow : resonance : heat : luminescence
 O - sphere : circle : zenith : nexus :
 apex : peak : summit : shape : form :
 geometry

AO : OA
 prism : foundation : lens : retina : portal :
 complex : earth : framework : seed +
 clay : whirl : word : w'ar / r'aw +
 spin : rotation : parallax : perspective :
 turn : wonder : look : spectate :
 observation

A - ATOM { A ' T ' {time} O M {OM?}
 ATOM : MOTA : MOTAR : MOTOR +
 ATOMATA : ATOMATA : AUTOMATON
 ATOM : ADAM : MADA +

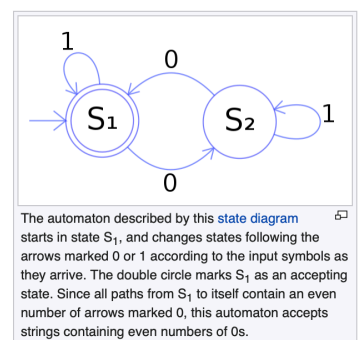
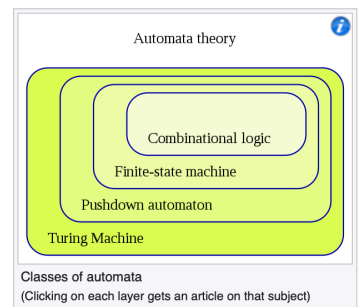
Automata theory

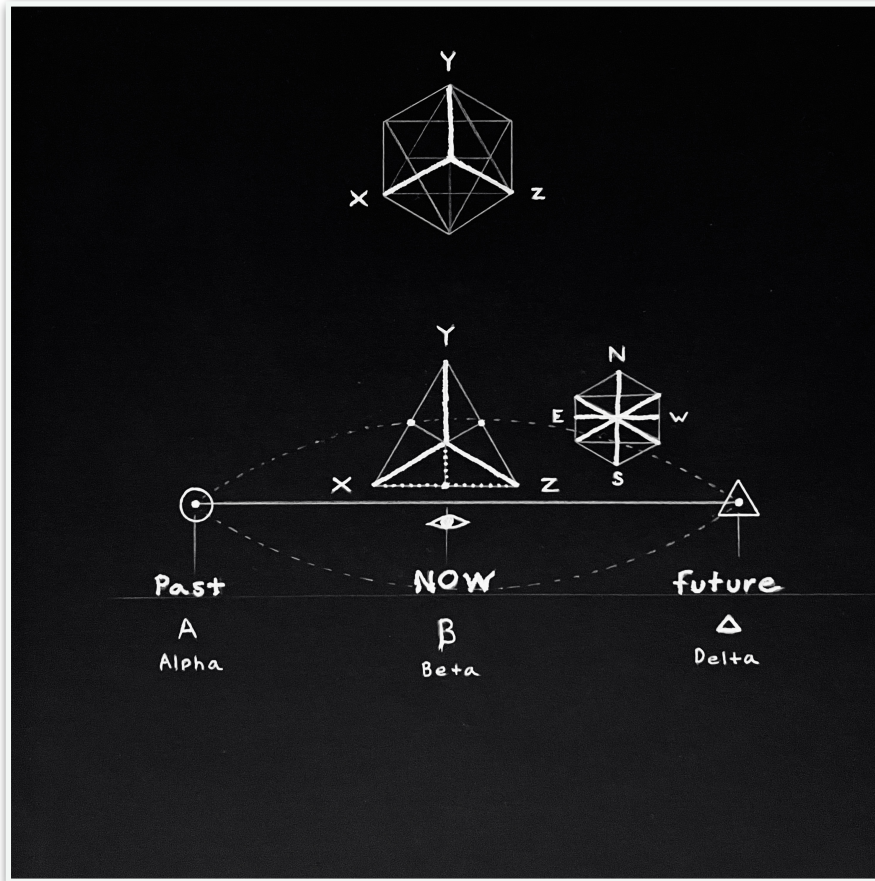
From Wikipedia, the free encyclopedia

Automata theory is the study of [abstract machines](#) and [automata](#), as well as the [computational problems](#) that can be solved using them. It is a theory in [theoretical computer science](#). The word *automata* (the plural of *automaton*) comes from the Greek word αὐτόματος, which means "self-acting, self-willed, self-moving". An automaton (Automata in plural) is an abstract self-propelled computing device which follows a predetermined sequence of operations automatically. An automaton with a finite number of states is called a Finite Automaton (FA) or Finite-State Machine (FSM).

The figure at right illustrates a [finite-state machine](#), which belongs to a well-known type of automaton. This automaton consists of [states](#) (represented in the figure by circles) and transitions (represented by arrows). As the automaton sees a symbol of input, it makes a transition (or jump) to another state, according to its [transition function](#), which takes the previous state and current input symbol as its arguments.

Automata theory is closely related to [formal language](#) theory. In this context, automata are used as finite representations of formal languages that may be infinite. Automata are often classified by the class of formal languages they can recognize, as in the [Chomsky hierarchy](#), which describes a nesting relationship between major classes of automata. Automata play a major role in [theory of computation](#), [compiler construction](#), [artificial intelligence](#), [parsing](#) and [formal verification](#).





A - central axis o : inverted " Y " { WHY }

capstone : Y / |

"past" { alpha } / L "EL" + } : X : DNA / MRNA : "memory" / data

now { beta } : gateway : nexus : inter-continuum : trans-temporal

"future" { delta } : Z

|

\

— — — plain / expanse / field : experiential aura : beam / frame illumination { adept }

:

perspective : surface : symmetry : illusion : footstool : "gravitation"

' curve linear ' + parallax : awareness : proximity +

:

Q -> quest / question / curiosity { arcane : activation : evolution : illumination + }

A -> answer / eureka / realisation { arcane : holographic phenomena : Y / WHY + }

|

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